## YIYI GAO

COLUMBIA GSAPP M.ARCH PORTFOLIO

2020-2023

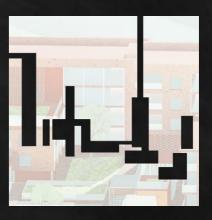












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## THE WOVEN STREET

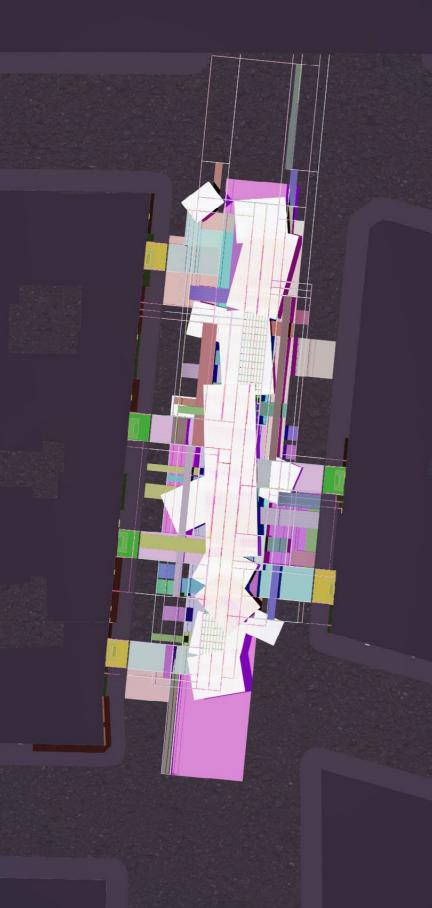
URBAN INTERVENTION STUDIO CRITIC: Jerome Haferd SEP - DEC 2020

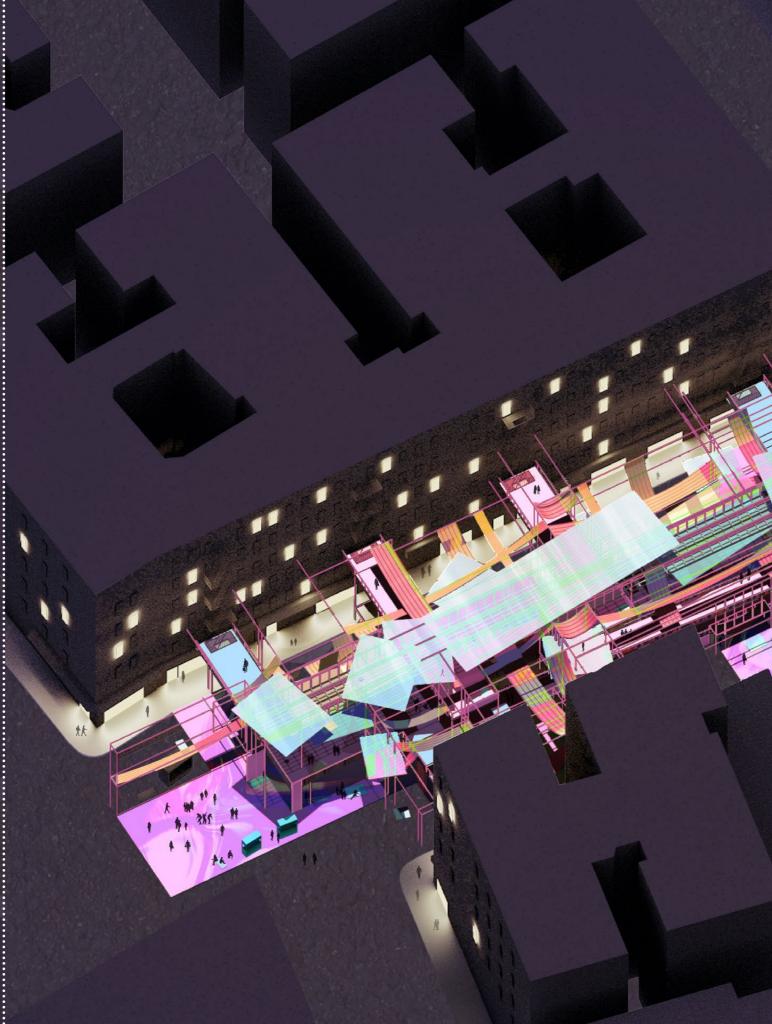
"Washington Heights - referred to as the Little Dominican Republic - holds the potential for completely other urbanism: one of 'inverted' values, expectations, and spatiality to that of the late-capitalist, hegemonically White, metropolis."

New commercial spaces never stop expanding, pushing the informal economies to the periphery. Within these economic orders, the bodegas are corner shops owned by marginalized immigrants, and the street vendors have been constructed to seize small spaces along the sidewalks. How can the hierarchy of these spatial and economic systems be reimagined?







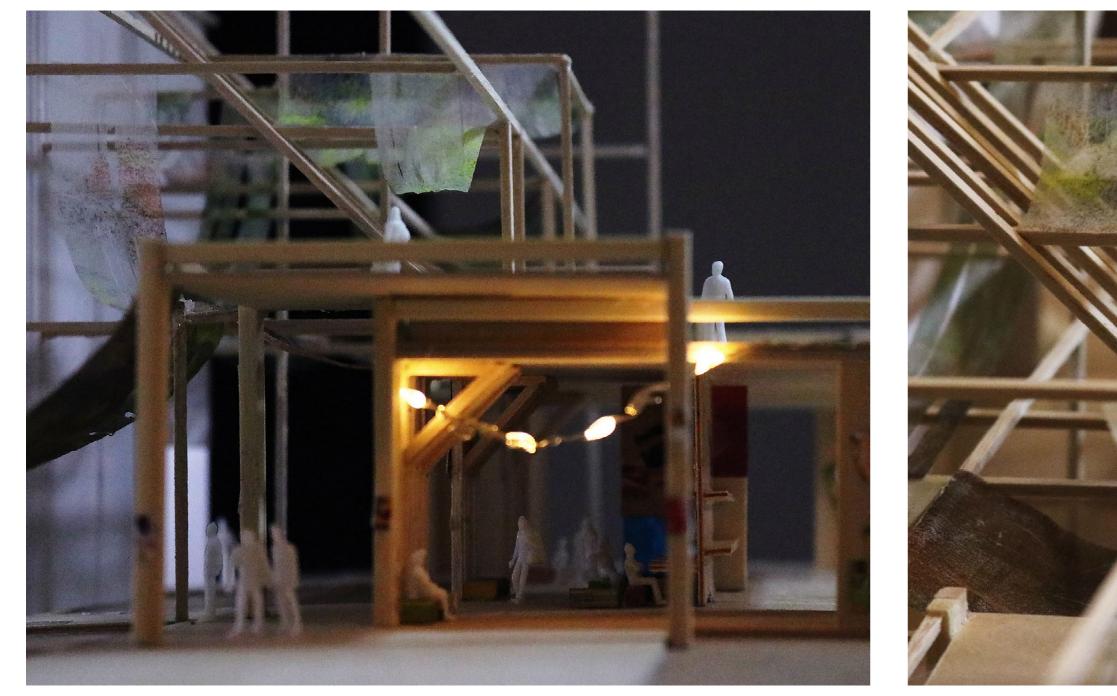


## CORE STUDIO I | THE WOVEN STREET

This bottom-up system start with a frame. Woven fabric began to constitute walls. As the frames connect with each other, a space is created. As spaces connect, a system is created.

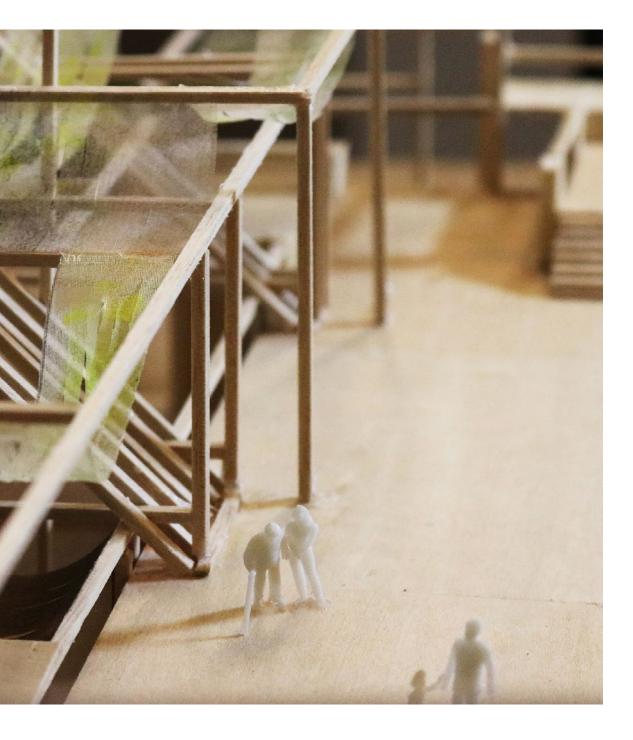
Each system is a layer, added to the intervention similarly to pasting advertisements on the street --- layer by layer, piece by piece, covering, dividing, and modifying the current spatial structure of the street.



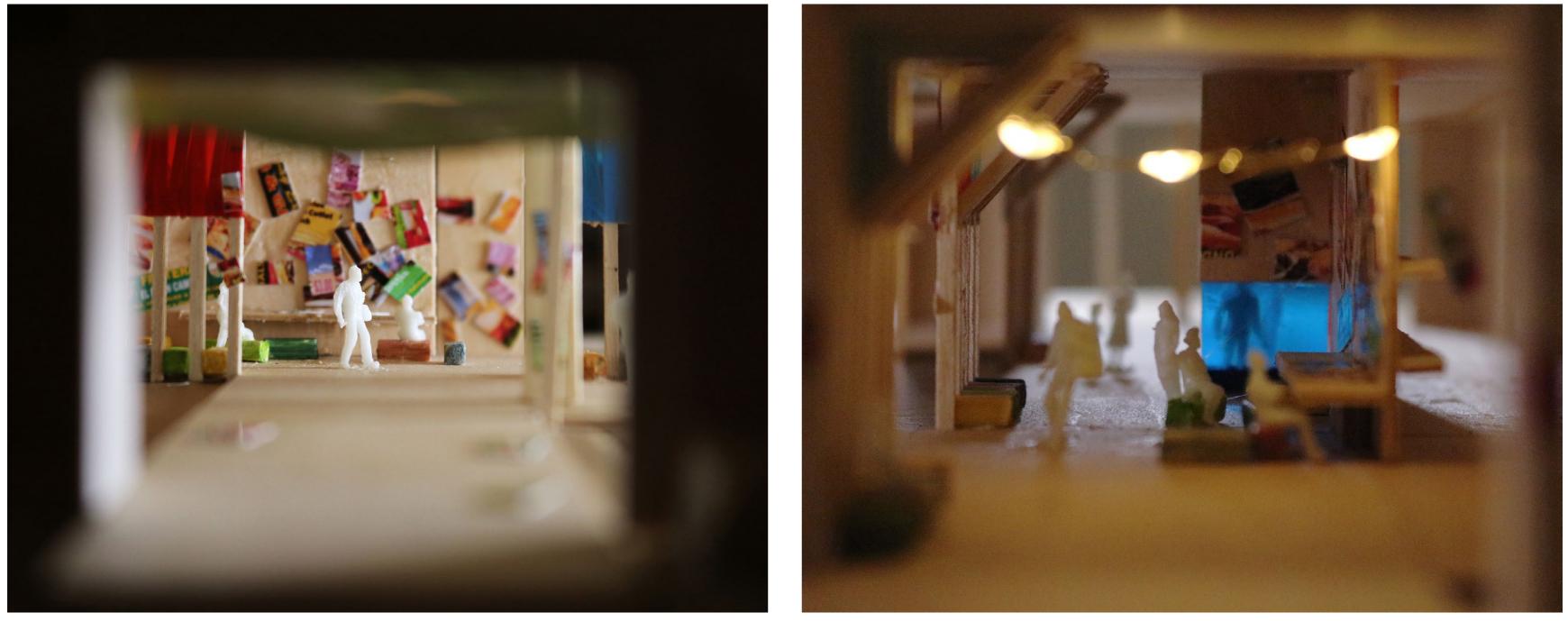


Inpired by the clotheslines stretching from the tenament houses as a type of informal space making. The spontaneous activities blurred the boundary between the public and the private.

## CORE STUDIO I | THE WOVEN STREET







Advertisements used by bodegas, food carts, and street vending.

## CORE STUDIO I | THE WOVEN STREET



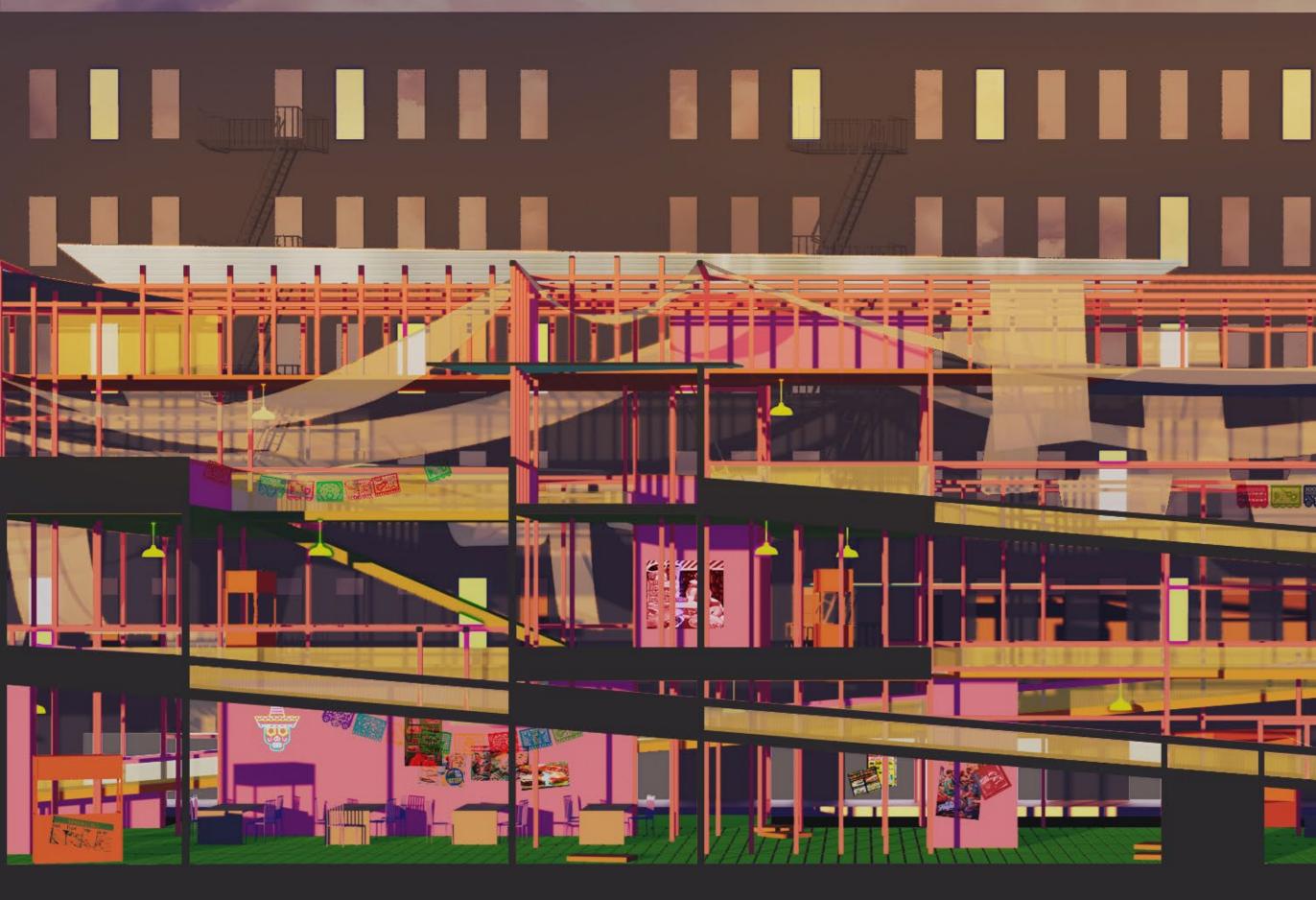






CORE STUDIO I | THE WOVEN STREET





#### CORE STUDIO I | THE WOVEN STREET

The street transforms as each layer and system overlap. The result is a space with increasing disorder within the coordinated layers.

The civic space can be used for trading, performance, gathering, and all kinds of activities envisioned. The top platform is for installation, cleaning, and maintenance.

The Manhattan Grid that dominated the urban landscape and socio-economic structures can be broken down. New design systems emerge, softening, and eventually, dissolve the grid.

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## THE NEW PS.64

SCHOOL STUDIO CRITIC: Benjamin Cadena JAN - APR 2021

Originally designed by Charles B. J. Snyder and served as a public school from 1907 to 1977, Public School 64 (PS 64) has been abandoned for years. Retaining its primary role as a public school, the adaptive reuse establishes on the physiological and emotional obstructions students may encounter.

From individualized and permeable learning zones, tactile way-finding systems, to netted playground for active exploration, the design aims to create an accessible environment where differently enabled students as well as the larger community can learn and explore through diverse sensory experiences.



## CORE STUDIO II | THE NEW P.S.64



# HARD, SOFT





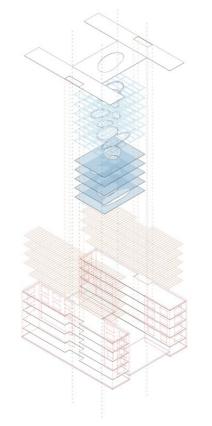


Form and structure explored at various scales, a wide range of qualities and scales to devise a new spatial ecology for the school.



The middle part of the "H-plan" will be replaced with a new "soft" building.





# 2 LEARN, PLAY

To reuse PS. 64 as a public school, the design approach is to reconsider physiological and emotional obstructions students may encounter, and create an accessible environment where students can learn and explore through diverse sensory experiences.

Two wings of the original "H" plan with load-bearing masonry walls are preserved for school classrooms. A new, "soft" building is inserted into the middle for shared programs.



## CORE STUDIO II | THE NEW P.S.64





SCHOOL ENTRANCE As people enter the school, different programs are indicated by road surfaces for both tactile and acoustic way-finding and spatial orientation within the school.

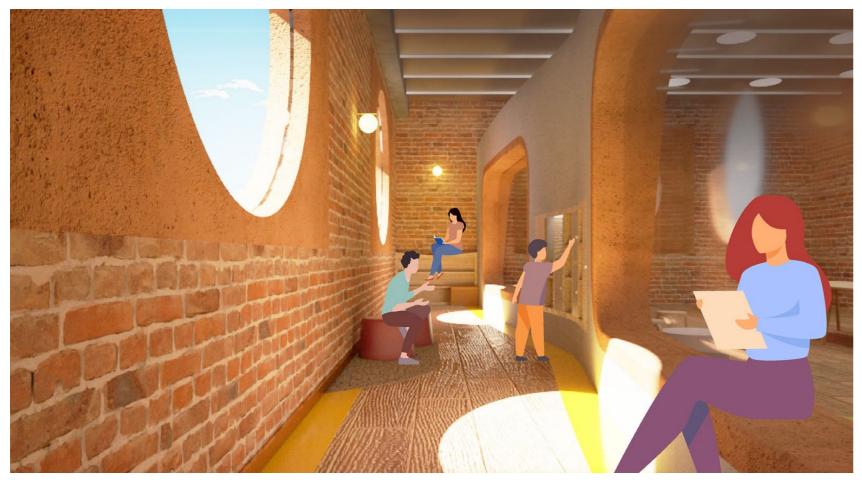
## CORE STUDIO II | THE NEW P.S.64



#### **RESOURCE ROOM**

A public resource room providing private zones for specialized instruction, assistance with homework, therapy, and other tools.

# 4 CLASSROOM





#### CORRIDOR

The outside of the classroom are marked with changes of material for identifying change of space. These small moments on the floor might not be noticeable for those who can see but can be easily picked up by those can't see, even in a loud school environment.

## CORE STUDIO II | THE NEW P.S.64

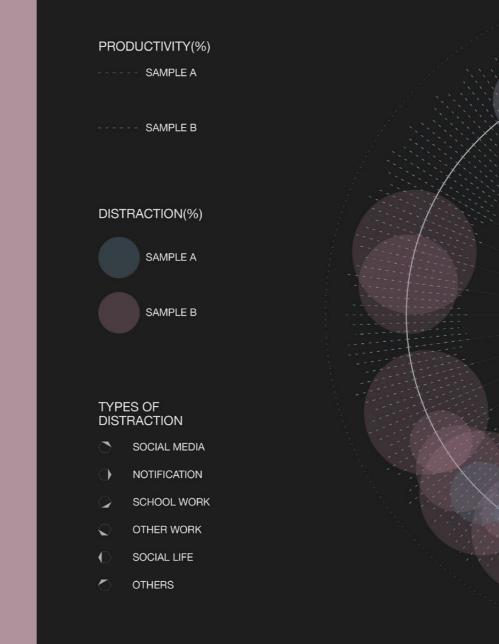
#### CO-TEACHING CLASSROOM

There are special education zone within a general classrooms. Tactile panels and perforated boards can be attached to the interior wall and the floor to display Braille language signs and objects needed for students to learn about shape and materiality.

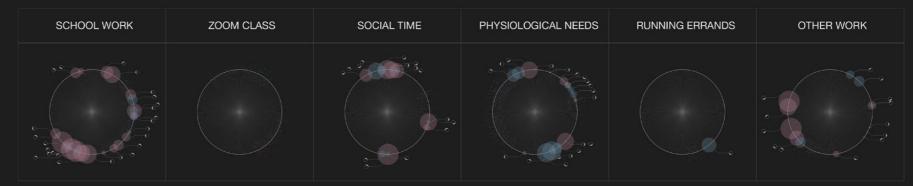
## DEAR DATA

IN COLLABORATION WITH: Carley Pasqualotto

COURSE CRITIC: LORENZO VILLAGGI JAN - APR 2021



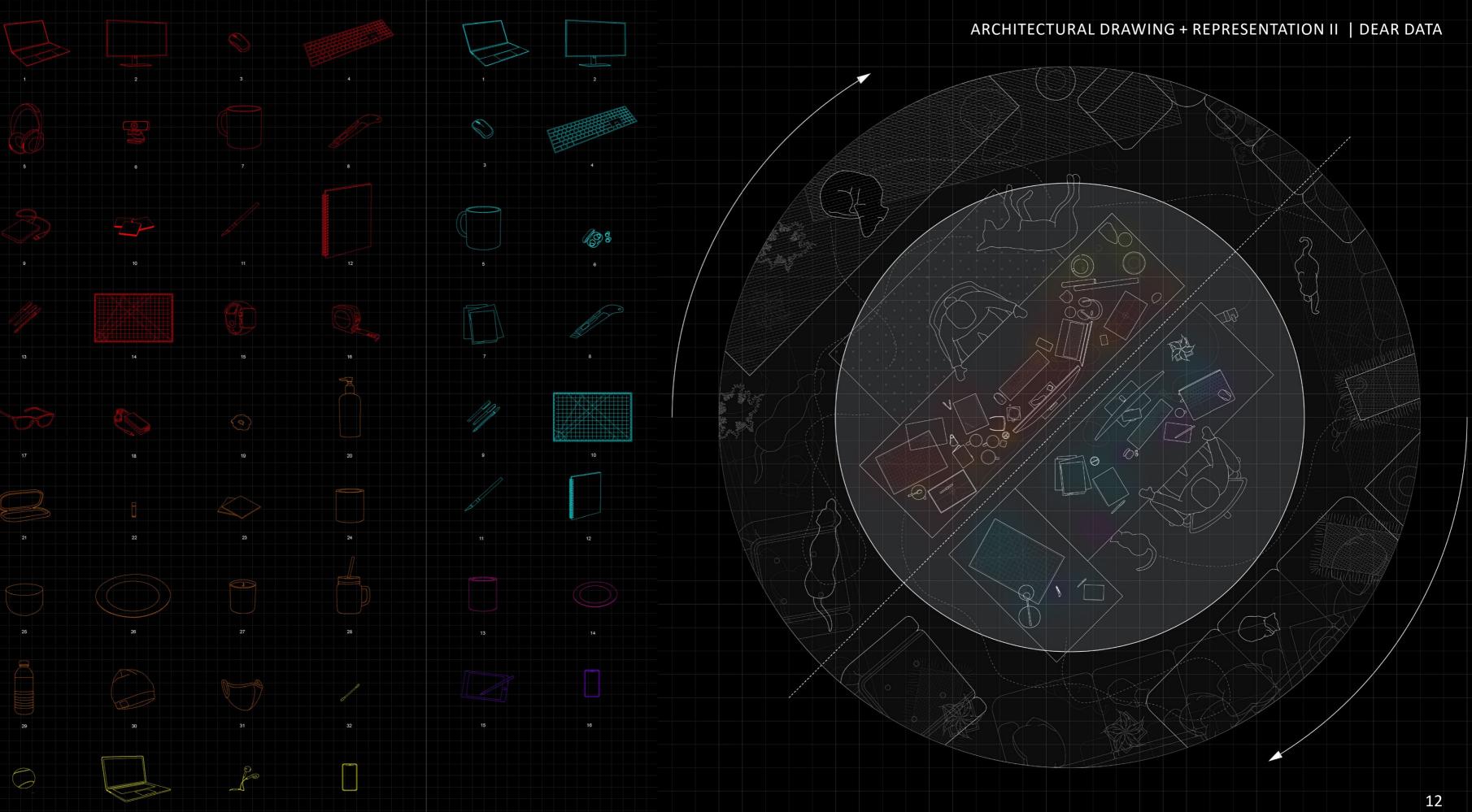
#### CATEGORIES OF DAILY ACTIVITIES



## ARCHITECTURAL DRAWING + REPRESENTATION II | DEAR DATA

MIDNIGHT

NOON



## BRONX VERTEBRA

HOUSING IN COLLABORATION WITH: Maxine Gao

STUDIO CRITIC: Esteban de Backer SEP - DEC 2021

Bronx Vertebra responds to the missing role of public service in the Bronx and becomes an opportunity to reassess the fundamental living modules. There is a need for intermediate conditions between the public and private: from households to the neighborhood, from dwellings to the community, and from the community to the city.

How to calibrate the various levels of privacy and connectedness? At the scale of each residential building, the Vertebra is a network of sharable amenity services and collective spaces in between units. On the street level, a central spine inside the block ties the community programs, forming a system of flexible, intermediate zones. The Vertebra bridges the residents with public services and, on an adjustable scale, connects the residential community to the larger city.





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CORE STUDIO III BRONX VERTEBRA

EXISTING BUILDING

The Bronx suffers from NYC health and educational resource disparity. Zooming into Melrose, we identified four major types of public services missing from the neighborhood: primary care, food services, day care and open playground.

There is a new inner streetscape with residential amenity and community programs on its sides. This is the Bronx Vertebra, a central spine providing public services to the community.

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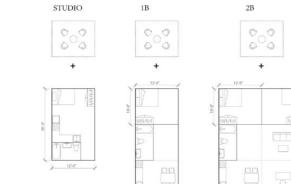
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On the east 151st street side, there is an open access next to Bronx Documetary Center, emphasizing a connection to the existing community garden across the street, which all hold important values for the community.

# **2** UNIT

Defining the minimal living module to accommodate daily activities as 12\*10

All the units are made up with the basic modules



1B

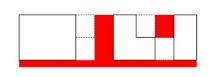






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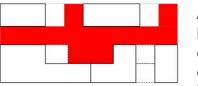
# 3 AGGREGATION



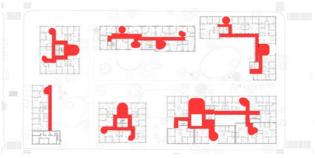
Aggregation 1: Single loaded corridor with collective spaces scattered around



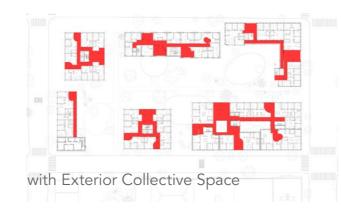
Corridor



Aggregation 2: Double loaded corridor with collective space on both sides, corridor starts to expand and integrate with the spaces

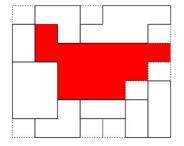


with Interior Collective Space





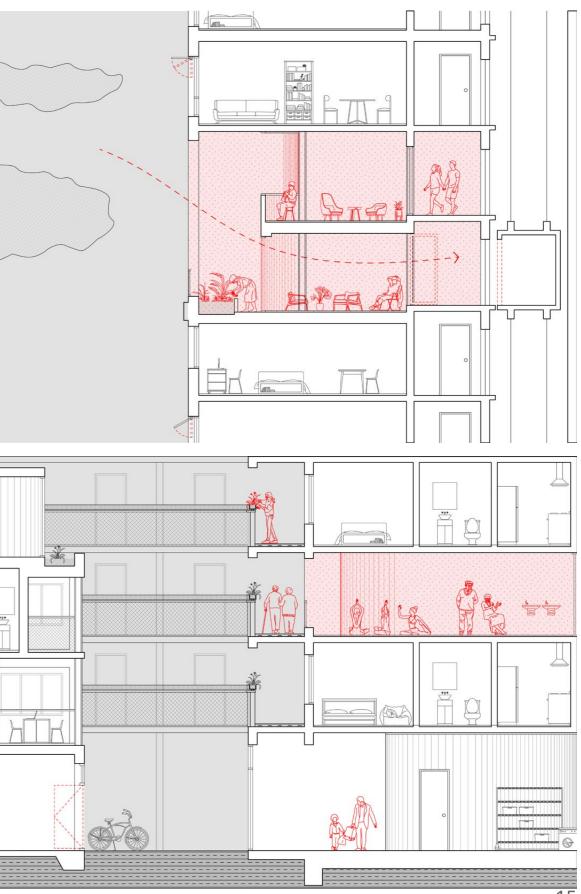




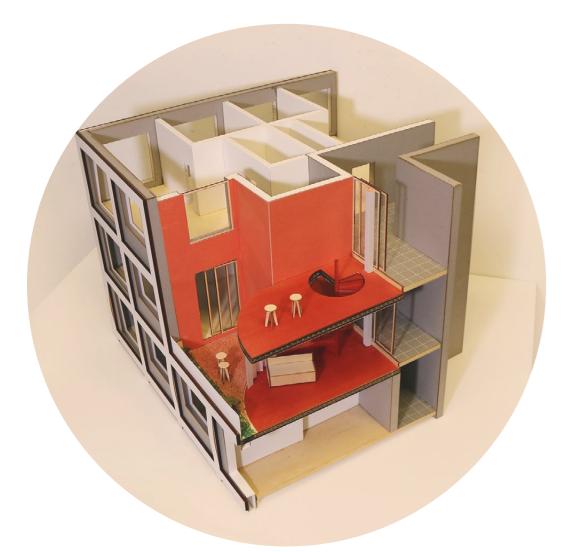
Aggregation 3: Pin tower with radial plan, units clustered around a central core

## CORE STUDIO III | BRONX VERTEBRA

# 4 INTERMEDIATE





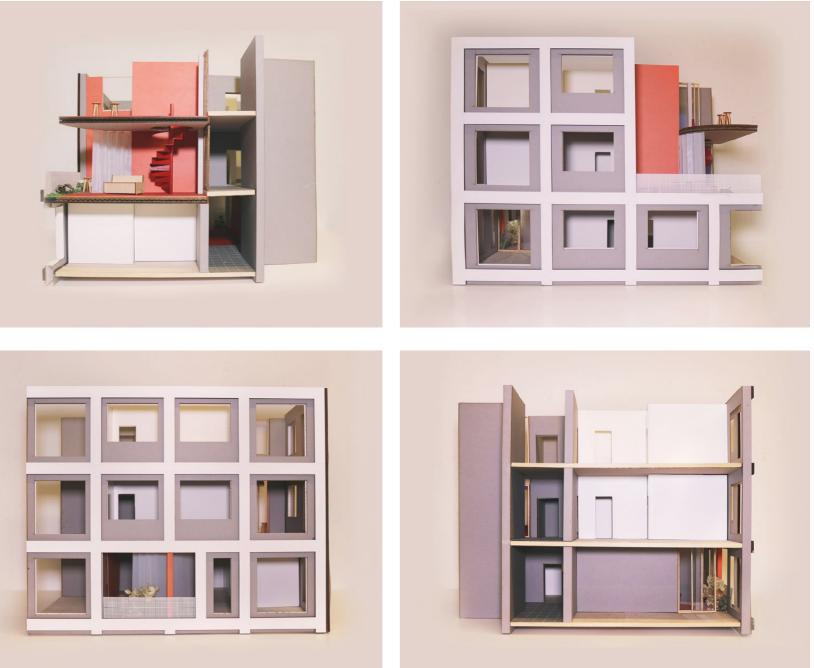


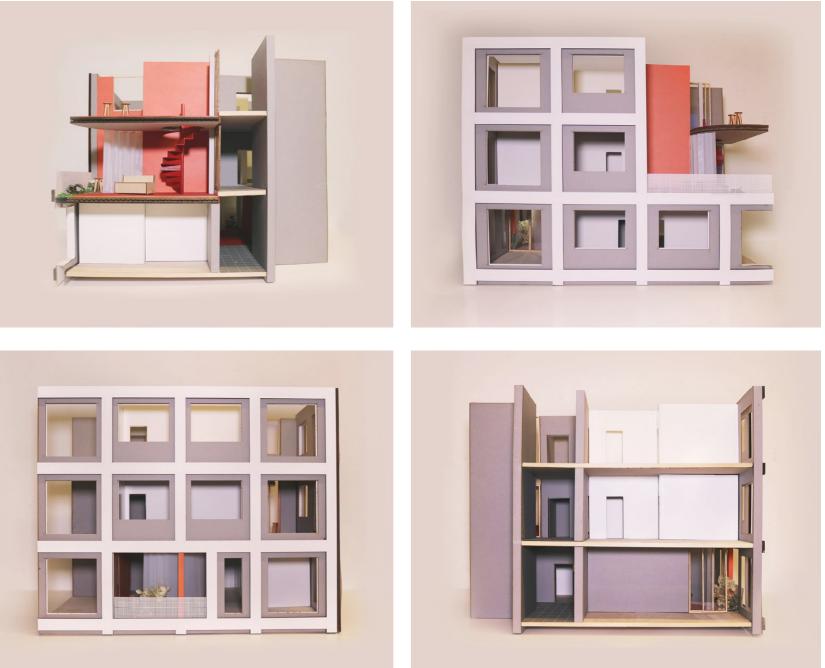
Double enclosure system controls the exposure to the outside and levels of privacy - the flexibility and openness of the system allows for natural ventilation and sunlight.

Thicker floor slab for shared programs with higher occupancy load and to suit different programmatic use, such as growing plants.

This system of creating collective areas as the intermediate space for private/ public and indoor/outdoor is achieved by the two layers of enclosure: outer layer being polycarbonate shutter door and inner layer being the folding door, both can be fully opened and closed.

By operating the double skin system, residents control the level of sharing.



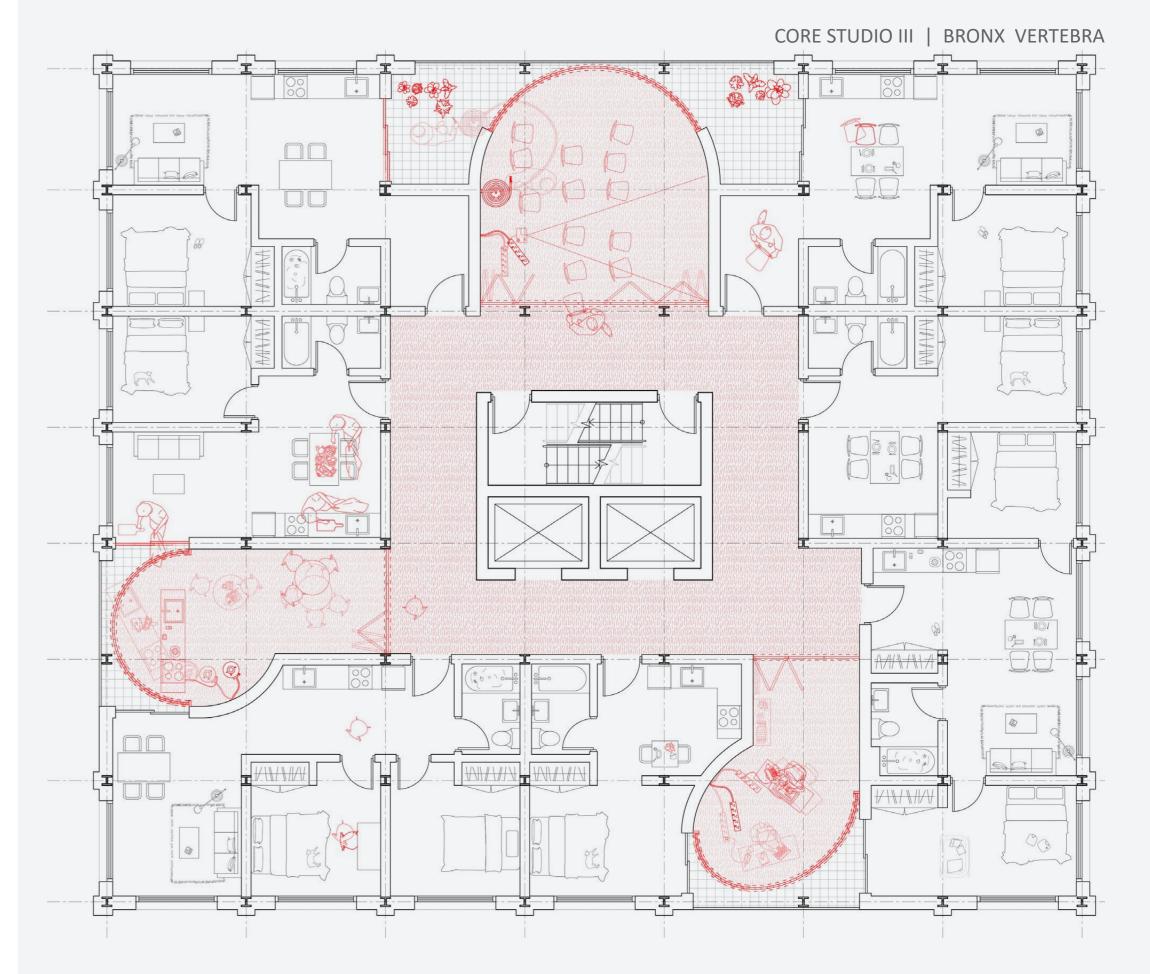


### CORE STUDIO III | BRONX VERTEBRA





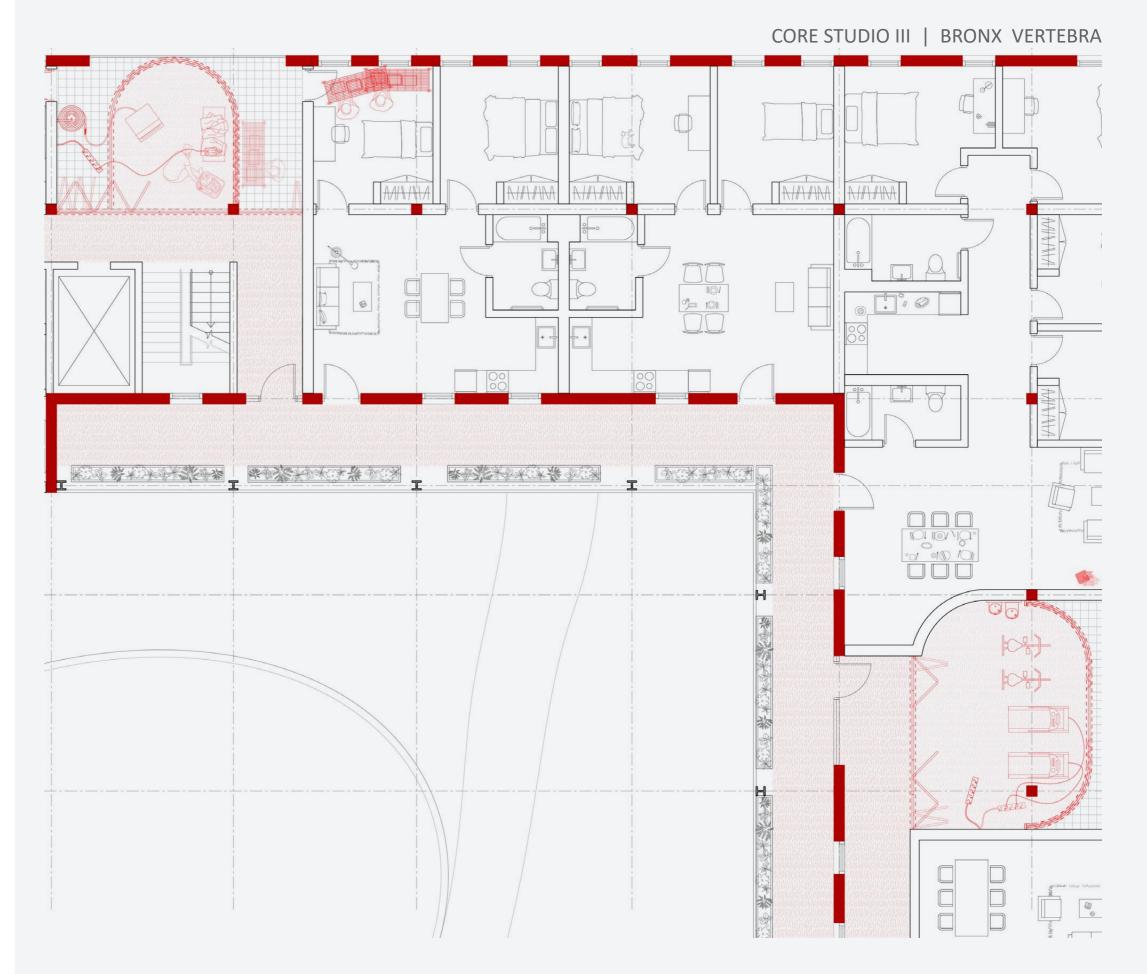
The intermediate spaces changes the harsh boundary between private units and the collective space.

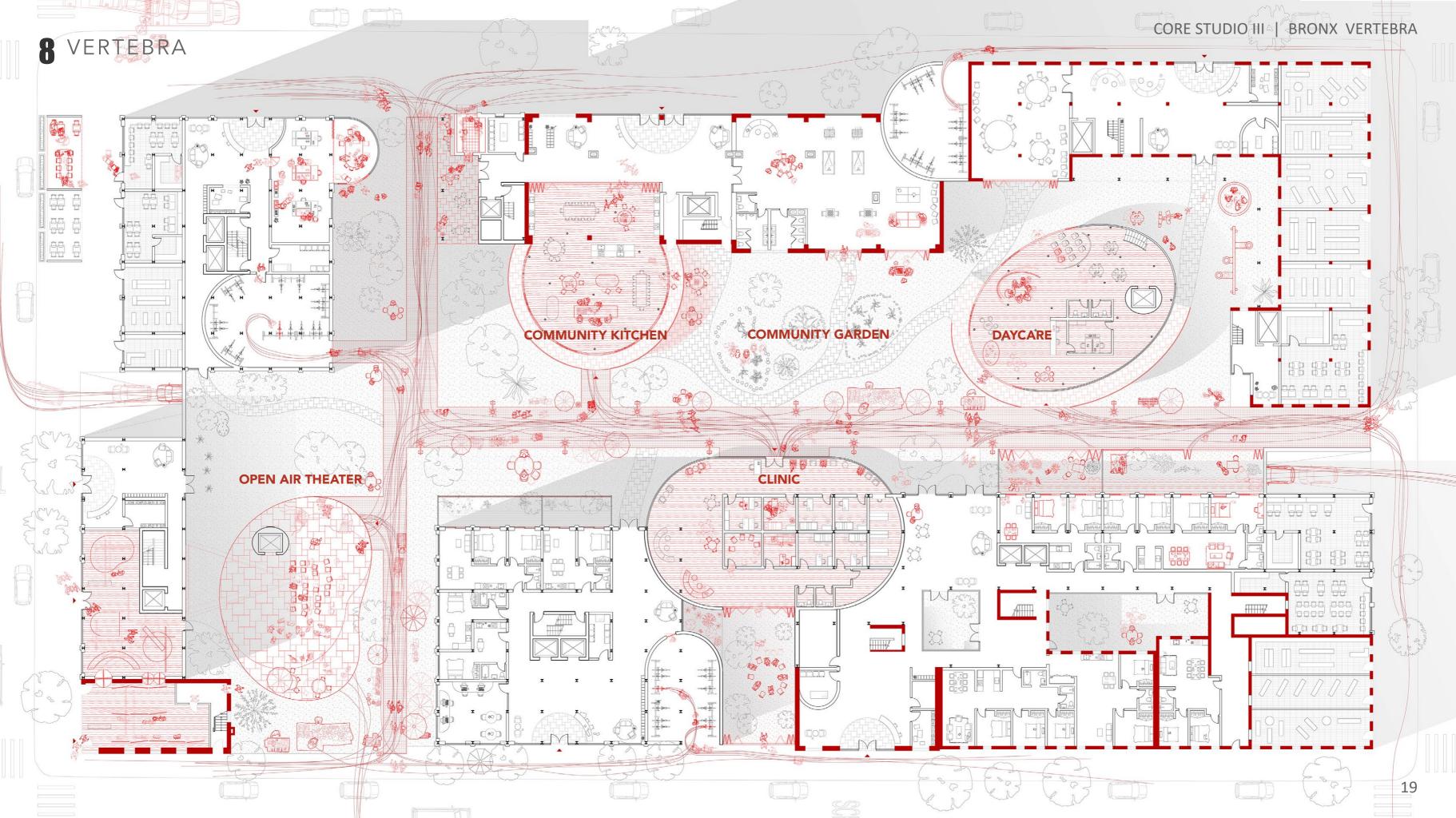


# 7 COLLECTIVE



The intermediate spaces also changes the relationship between housing and public program. For example, the collective pockets on residential buildings allow visual access to the daycare center, forming a stronger amd safer neighborhood bond.



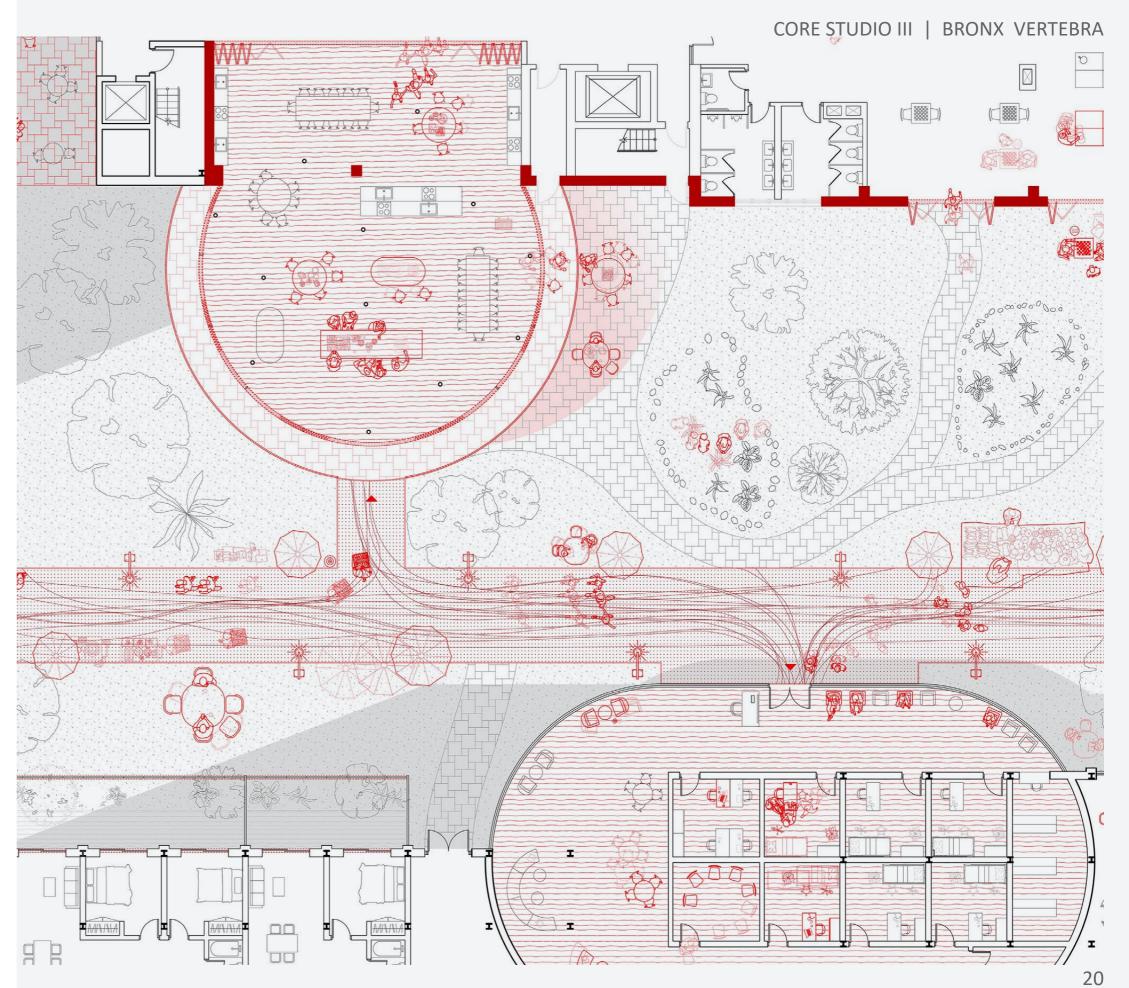




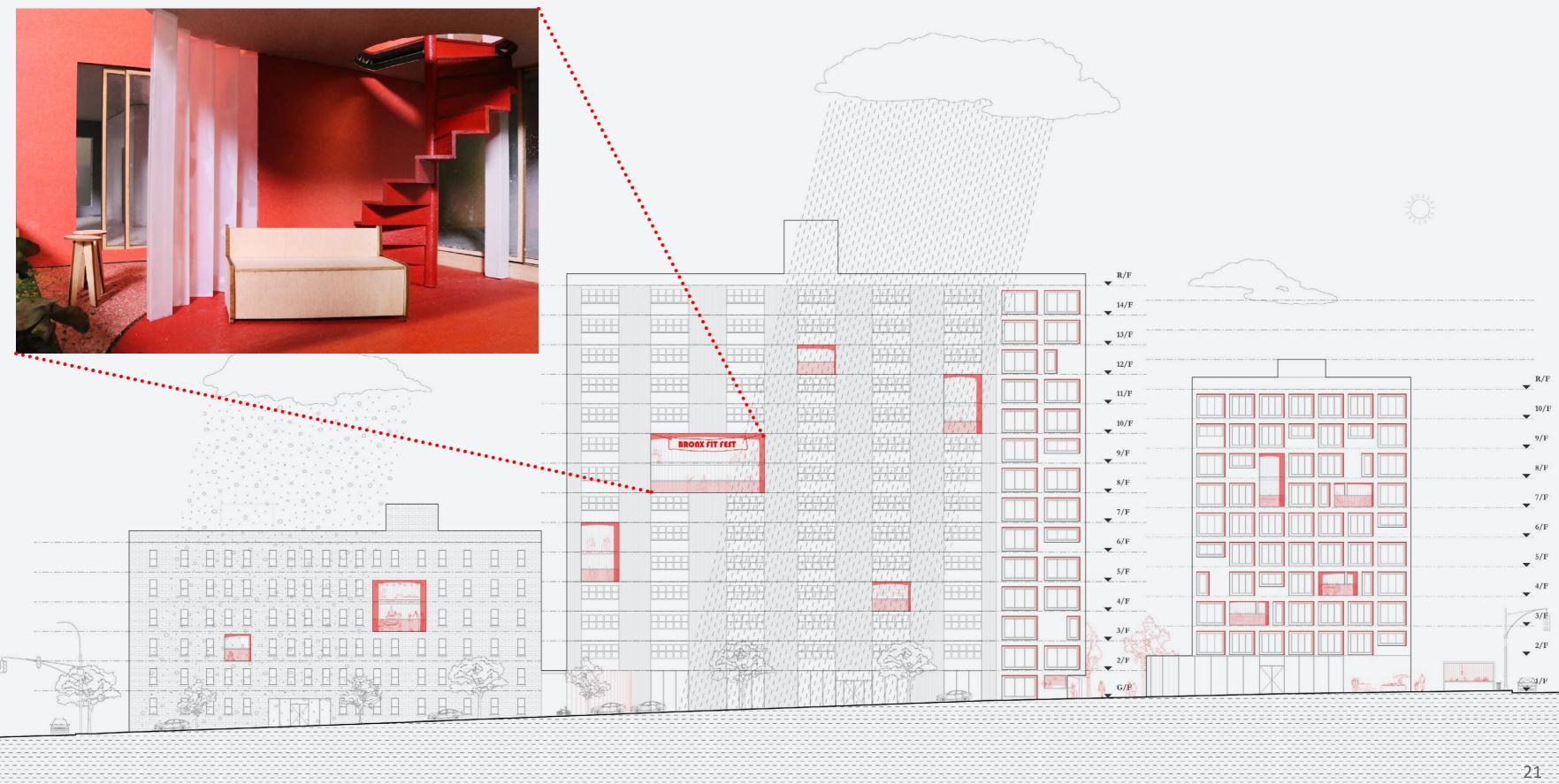


The intermediate spaces between units and the city are identified by white mesh and flexible polycarbonate enclosures for both the interior and exterior.

After coming home from work and school, and the collective programs can be filled with all kinds of activities and become eyes on the street; for people passing the street outside the blocks, these pockets from the elevation would add more interesting moments to the city.







## CORE STUDIO III | BRONX VERTEBRA

## IDLEWILD

MASS TIMBER FACTORY STUDIO CRITIC: Lindsey Wikstrom FEB - APR 2022

"This little domain lay upon a shelf or terrace on the western bank of the Hudson, at the point where its waters received the slender tribute of Moodna Creek. The location seemed destined by nature for a gentleman's country seat, from its variety of surface and its noble timber."

----- Outdoors at Idlewild

The summer-house is part of the romanticized journey of people retreating into the forests along the Hudson River. Missing from these imaginaries is the movement of labor. Today, the summerhouse Idlewild no longer exists, and the landscape remains the same. The new Idlewild, with its variety of surfaces and new types of timber products, re-distributes the function of summer houses as healing places to a dangerous and laborintensive workplace. As a worker-owned mass timber manufacturing facility, the new Idlewild is a manmade landscape of mass timber inside the natural landscape, designed to introduce new modes of working and relaxing for people in the forestry and lumber production industries.



## ADVANCED STUDIO IV | IDLEWILD

# THE FLOW



#### ADVANCED STUDIO IV | IDLEWILD

For centuries, people retreat into the forests along the Hudson river. The journey upriver is part of the Hudson River School bourgeois romanticism depicting the American landscape.

Missing from these narratives, are the movement of labor down the river, the stories of logging and hauling. People in the Hudson Valley have a long history of the lumber industry, but the history of the forests as a healing place was exclusive to those who could afford the forest.

Journalist Nathaniel Parker Willis purchased land at Cornwall on Hudson and named it Idlewild. This summer house became well-known to New Yorkers through the extensive publication of his book, Out-Doors at Idlewild.

The land near the old Idlewild today is near the riverbank, with abundant vacent land for a new mass timber factory. What does it mean for the village of Cornwall on Hudson to have a new workers owned factory, attracting a more diverse group coming to the village? How long will they stay? Where do they live, and what products do they make?

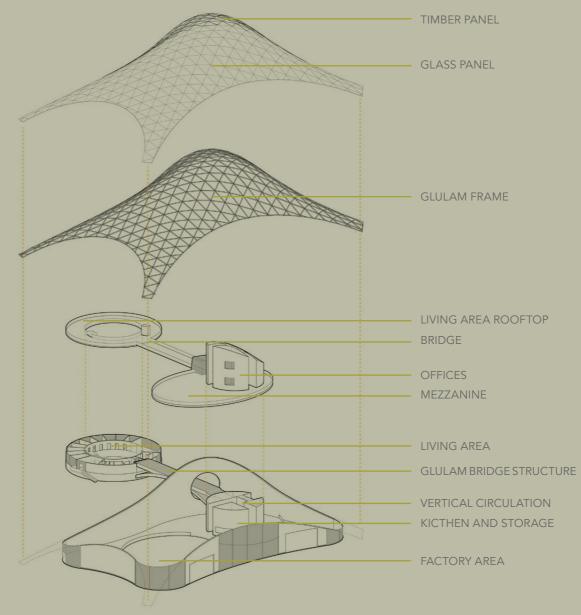
CORNWALL ON HUDSON

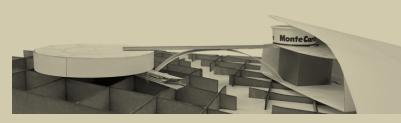
# 2 THE TWO HILLS

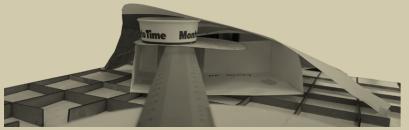
The two zones are two hills of a mountain, wind blows sediments from one side to the other, leaving traces on grains on the rock surfaces, and material is transferred.

On the residential side, people can live in clusters and individual houses. A circular volume is taken from the collective living side to leave a courtyard. On the other side, it becomes the core to support the bridge that allows people to commute.

#### THE SHELL 3



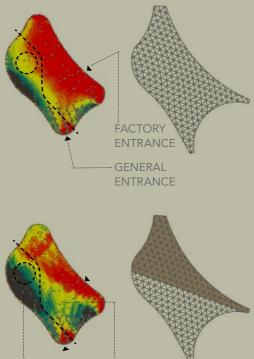




People's journey from the factory side to the relaxation side is first vertically through the core, made from stacked CLT, to the second floor, where there is a mezzanine, and then through the glulam bridge to arrive at the rooftop of the other side, where they can relax and sleep.

General visitors can drive to the idlewild and visit the building on the ground floor. The general path is separated from the manufactory space. A cafe serves both visitors and workers. More private offices occur on the second floor, where people can utilize the mezzanine flexibility as meeting and gathering spaces.

## ADVANCED STUDIO IV | IDLEWILD



CIRCULATION WORKING AREA

DETERMINE ORIENTATION

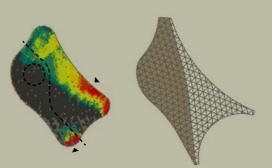
NO SHADING

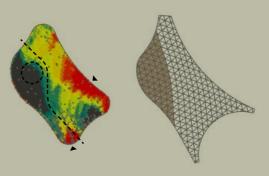
gridshell's panels.

The north-east side with

open factory entrance requires shading from the

First iterations to test orientations of the wood panels vs. glass panels on the grid shell.





#### DETERMINE PERCENTAGE

Second round of iterations to optimize the percentage of wood panels that would leave the space with sufficient daylight.

#### FINAL OPTION

Open factory space with moderated direct daylight.

# 4 THE PRODUCTION

LAMINATED VENEER PRODUCTION LINE

- 1 Log Cutting
- 2 Soaking
- 3 Peeling
- 4 Cross Cutting
- 5 Grading
- 6 Gluing
- 1 Hot Press
- 8 Rip Sawing
- 9 Dispatch
- FACTORY
- 10 Control Room
- 11 Relax Room
- 12 Cafe
- 13 Kitchen
- 14 Storage

#### LIVING AREA

- 15 Lounge
- 16 Shower
- 1 Individual Room
- 18 Larger Unit

KILN-DRIED LUMBER

LVL PRODUCT

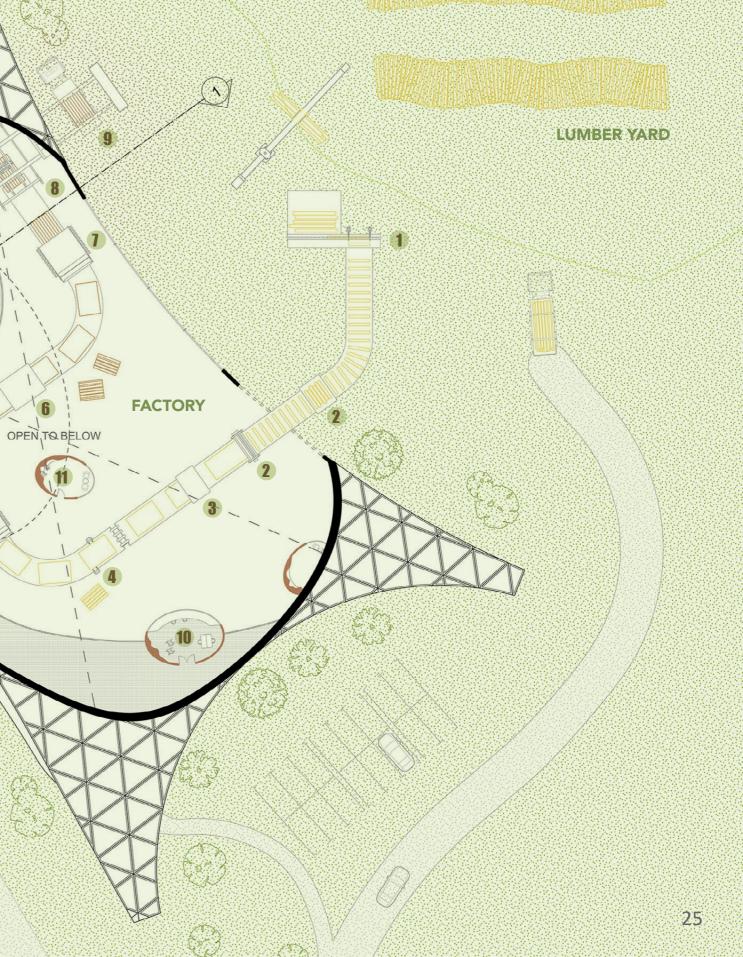
page 15

LIVING AREA

9<u>12</u>24<u>36</u>60 FT

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## ADVANCED STUDIO IV | IDLEWILD







#### ADVANCED STUDIO IV | IDLEWILD

The undulating wall is a man-made mountain surrounding the open factory; the production line constantly flows underneath it with people and timber. The material offcuts of the products can be used as interior walls of the custom resting spaces.

Workers here can be long term or seasonal. The collective living space with shared bathrooms provides spaces for individuals as well as some community lounges. If the workers want to bring a family, they can expand their living spaces to larger units, scattered in the landscape around idlewild.





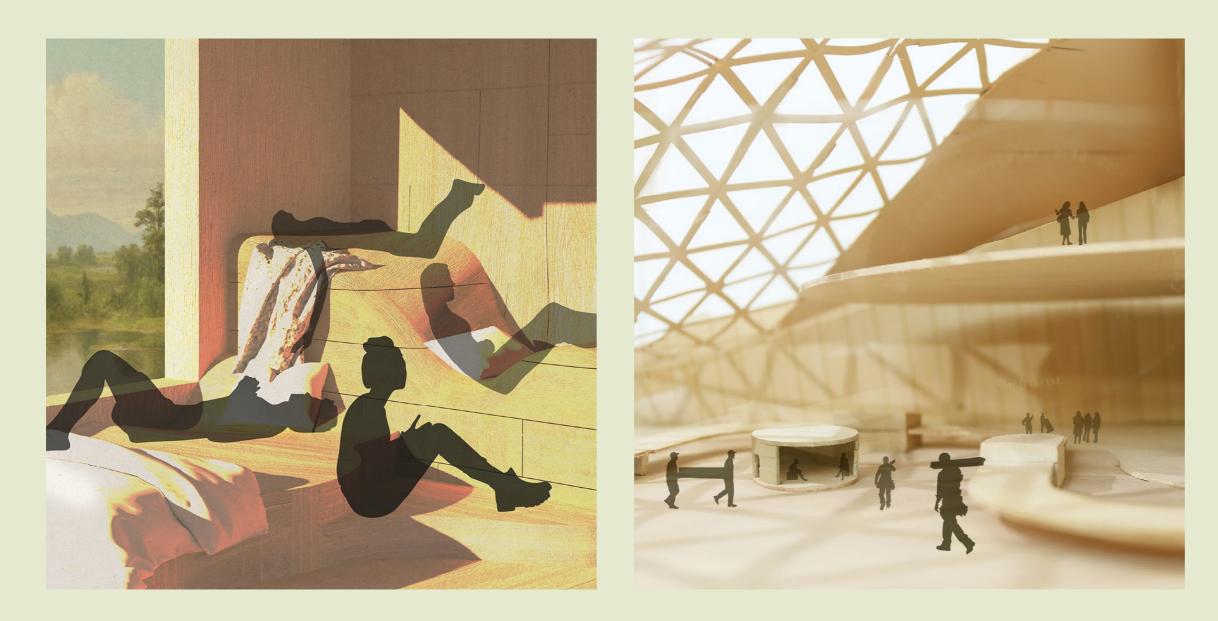
## ADVANCED STUDIO IV | IDLEWILD

At the end of a working day, some workers return to the village, and some would cross to the bridge to stay on site at the sleeping cottages.

At Idlewild, workers can relax at different levels. As a man made landscape, the interior walls are derived from people's postures while they relax.

Different from the LVL production line, where materials are produced by machines, the making of these carved surfaces by workers themselves, using material offcuts, based on their own postures, can be slow, nonstandardized, and manual.

# 7 THE PEOPLE



## ADVANCED STUDIO IV | IDLEWILD





## ADVANCED STUDIO IV | IDLEWILD

The village Cornwall-on-Hudson near black rock forest, in 2019, had a population of less than 3,000 and 96.63% white. Population has been stable in the past 30 years. The factory and residences at Idlewild forms a new workers community and brings a new demographic for the factory as well as the village. At the western bank of the Hudson, where its water meets the Moodna Creek. the new idlewild with its variety of surface and new types of timber products, combines the function of summer houses as healing places with a dangerous and laborintensive workplace.

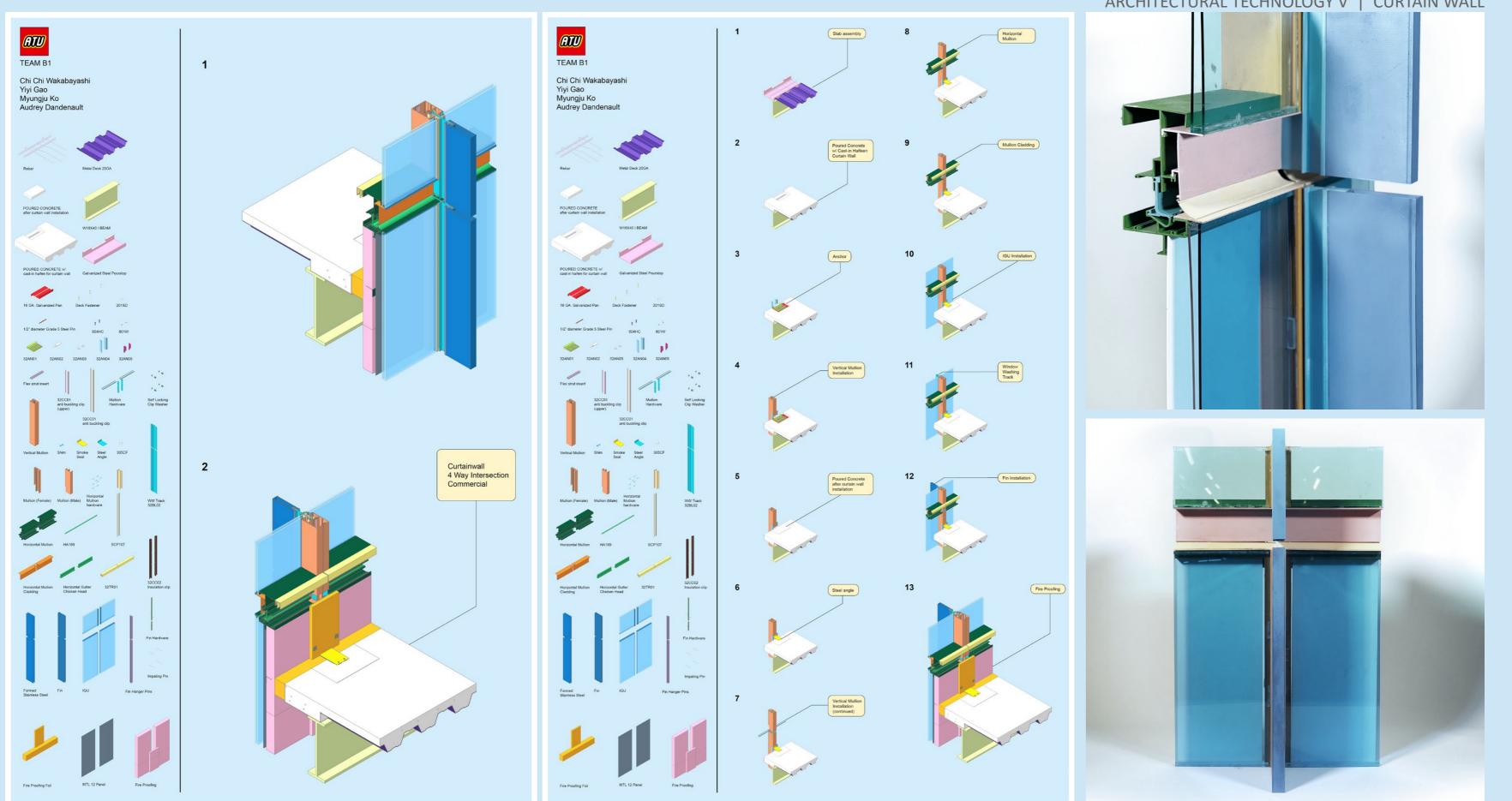
## CURTAIN WALL BUILDING MANUAL

IN COLLABORATION WITH: Audrey Dandenault Myungju Ko Chi Chi Wakabayashi

COURE CRITIC: Nicole Dosso FEB - APR 2022

## ARCHITECTURAL TECHNOLOGY V | CURTAIN WALL





## ARCHITECTURAL TECHNOLOGY V | CURTAIN WALL

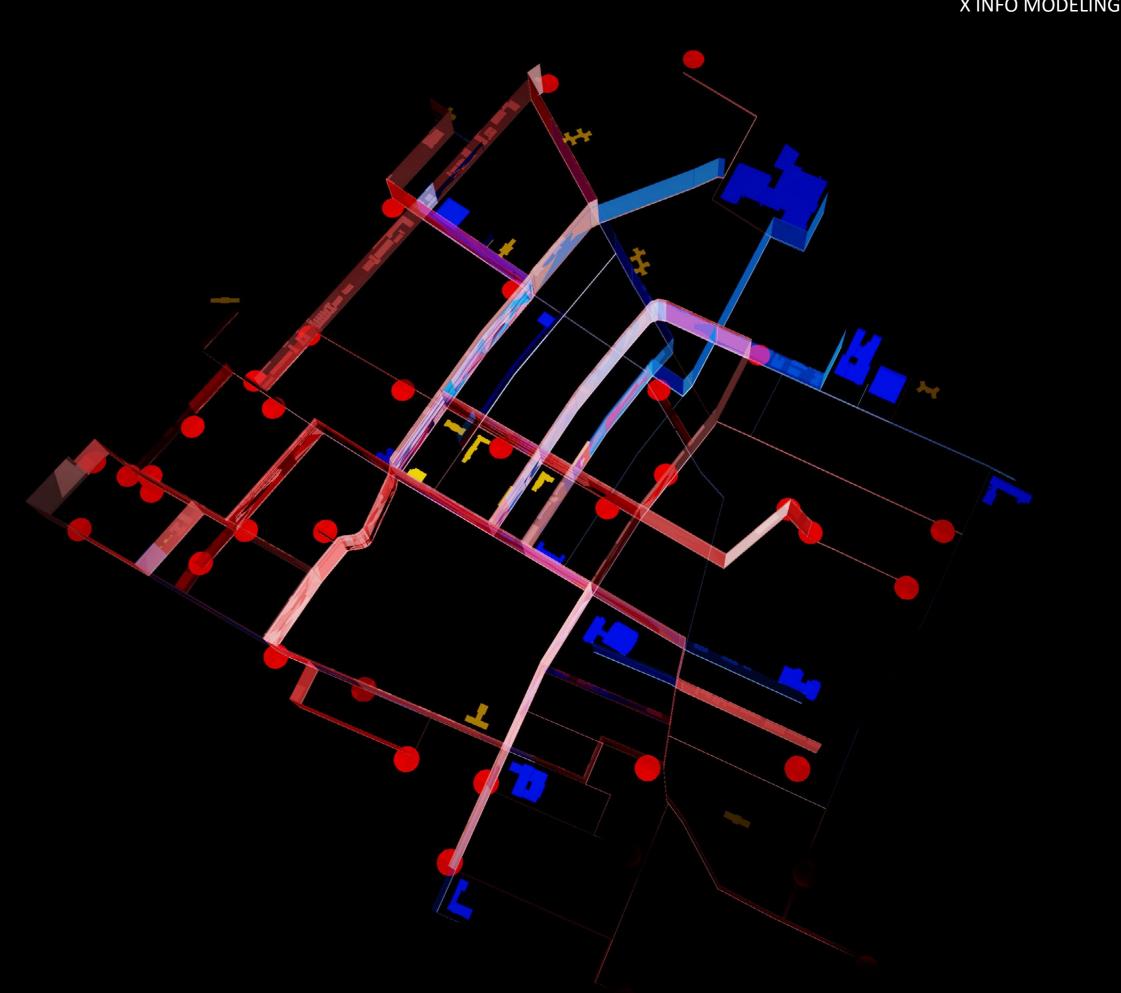
## X INFO MODELING ESSENTIAL TRIPS

CUSTOM ANALYSIS TOOLS COURE CRITIC: Snoweria Zhang, Luc Wilson FEB - APR 2022

Expanded outdoor dining from restaurants to the streets during the pandemic has highlighted opportunities to rethink the use of sidewalks and streets to accommodate daily goods and services.

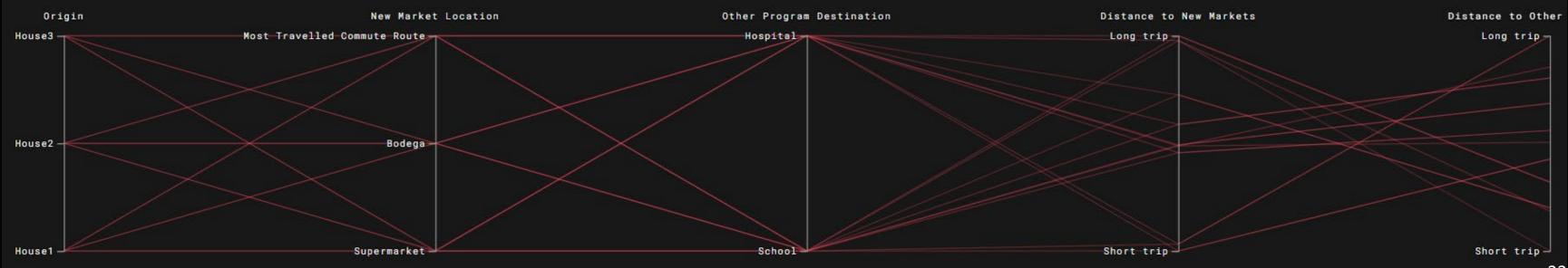
ntroducing street markets in a neighborhood with limited access to fresh food would decrease the travel distance from households to fresh produce, but how would this new program impact the access to other essential services?

This analysis tool evaluates how adding a new program space (e.g., fresh produce marketspace) to a neighborhood impacts other programs' users (e.g.hospitals and schools).



### X INFO MODELING | ESSENTIAL TRIPS





## X INFO MODELING | ESSENTIAL TRIPS

## THE WORD FOR WORLD IS FOREST

INDIGENOUS FUTURISM STUDIO CRITIC: Vanessa Keith SEP - DEC 2022

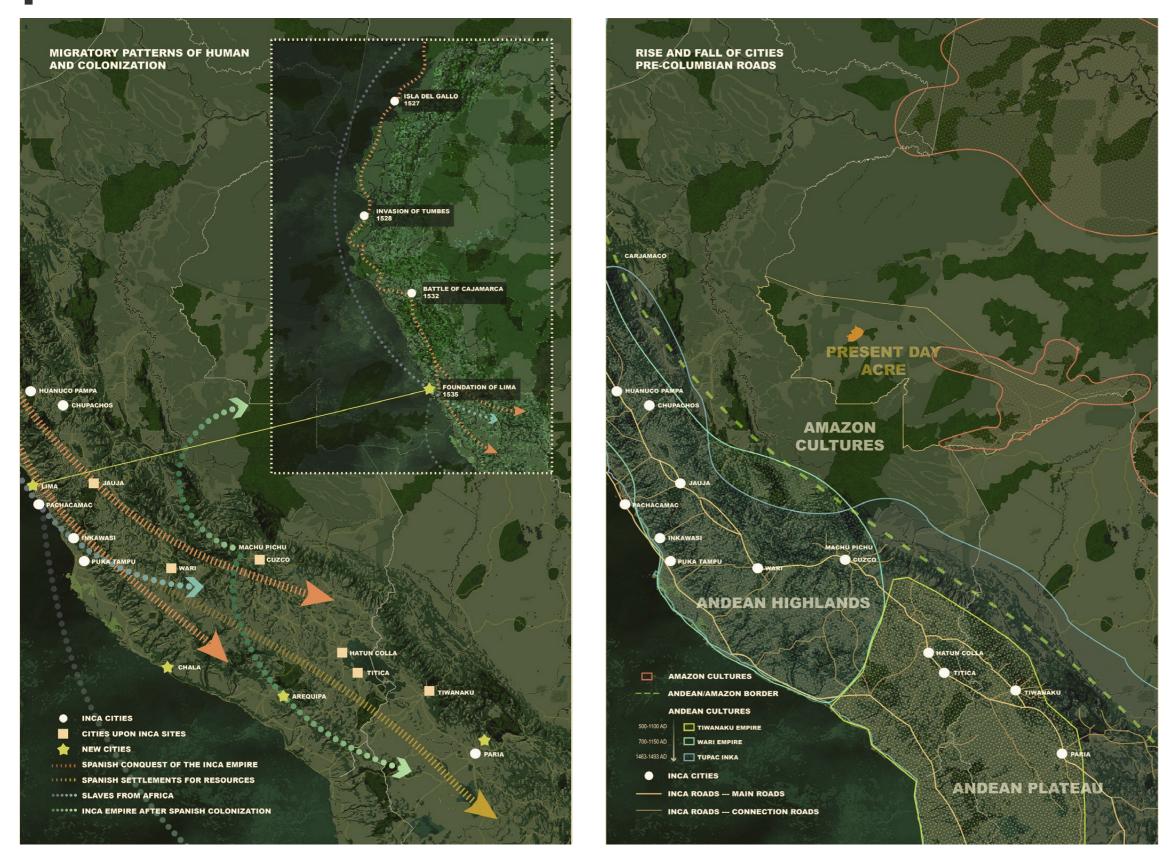
Forces of colonization and urban development have been eroding evidence of pre-Columbian management of the Amazon landscape. They have been taking away the authority of the Amazon rainforest from the hands of the indigenous people. Flooding and deforestation resulting from illegal logging and construction pose a looming challenge for the Shukuvena Village, one of 12 reconstructed Yawanawá villages in the Brazilian Amazon. Designing for a distant future in 2180 opens an opportunity to revive the pre-Columbian ways of living with the forest.

Instead of cutting down trees to make way for roads that further fragment the forest, trees can be used to be part of the infrastructure. In the 2180 Shukuvena village, aerial roots of rubber fig trees will be trained to form continuously growing living bridges, combined with a series of sustainable, small-scale climate mitigation devices from aquaponics to algae power generation to create an interconnected infrastructure. It is a new type of rainforest landscape to be entirely constructed by the local community and function in symbiosis with the natural environment.



#### ADVANCED STUDIO V | THE WORD FOR WORLD IS FOREST

# **1** PRE-COLUMBIAN LANDSCAPE



## ADVANCED STUDIO V | THE WORD FOR WORLD IS FOREST

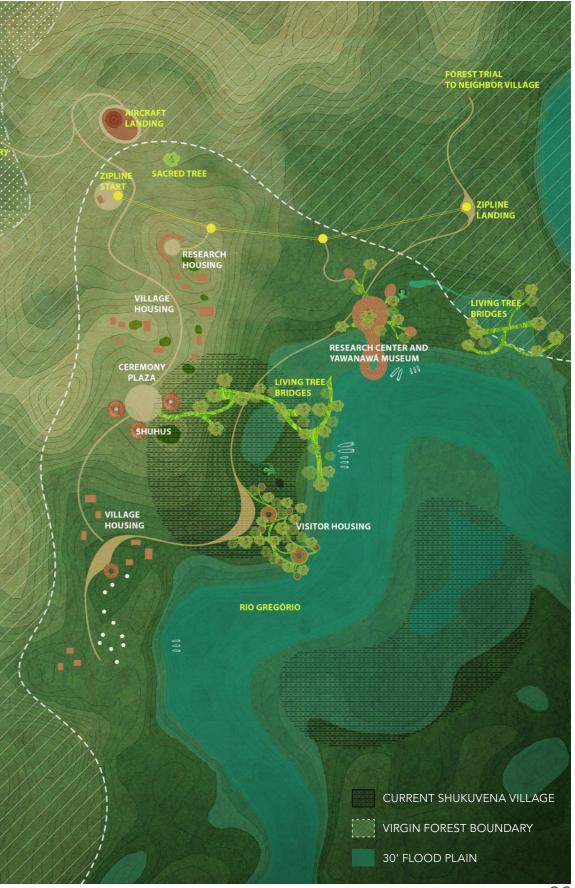


# 2 DEFORESTATION

In the Amazon, illegal logging has been ampant, supplying more timber to the market than legal logging. Together with the extensive roads across the Amazon for agriculture and urban development, is deforestation along the unofficial logging roads, in the form of fishbone patterns. YAWANAWA INDIGENOUS LAND 1984 The Yawanawà Shukuvena Village is a small reconstructed village in the Brazilian Amazon. It forms part of a ACRE larger network of villages along the river Rio Gregório, STATE 2020 a protected Indigenous area. We envision the community expanding by Year 2100 as it becomes a site for learning sustainable land management and Indigenous practices.

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### ADVANCED STUDIO V | THE WORD FOR WORLD IS FOREST



# CLIMATE DEVICE

### **SYSTEM1 : AQUAPONICS**

- 1 FISH TANK
- 2 SOLID LIFTING TANK
- **3** SUMP TANK AND BIOFILTER
- 4 WATER PUMP
- 5 GROWING BED

### **SYSTEM 1: FERTILIZER**

- 5 FISH WASTE TANK
- GARDEN

### SYSTEM 2 : ALGAE GROWTH

HEATING CORE:

AIR VALVE:

RELEASES CARBON

RELEASES OXYGEN

WHEN NOT HEATING

Oxygen-

1 INPUT: WATER 2 INPUT: CO2 **3** PHOTOBIOREACTOR 4 BIO-GAS

CARBON CAPTURE

CO2

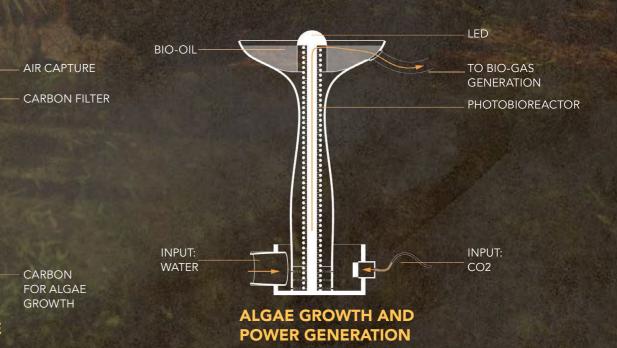
AQUAPONICS SYSTEM FISH POND

AS INPUT FOR ALGAE GROWT

1

AIR COLLECTION

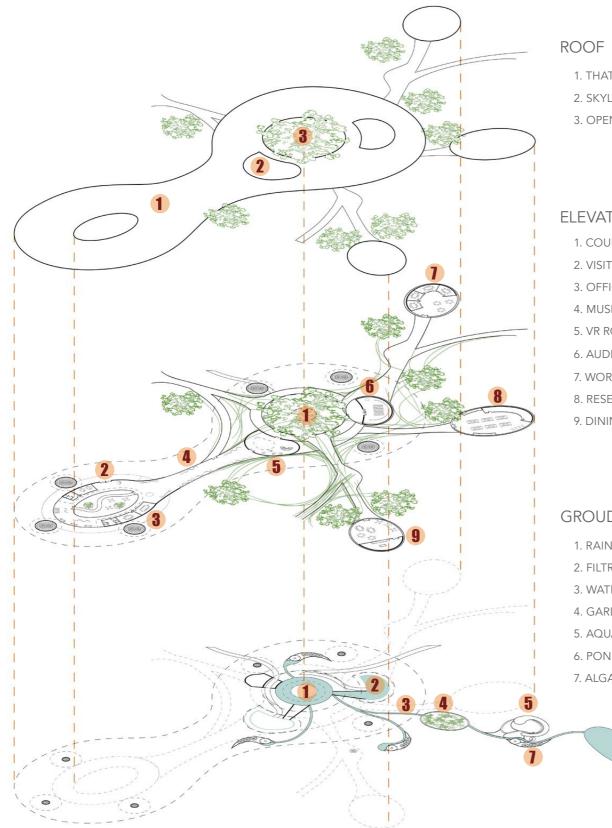
## ADVANCED STUDIO V | THE WORD FOR WORLD IS FOREST



BIOGAS GENERATION

5/82

# SYSTEM



- 1. THATCHING
- 2. SKYLIGHT
- 3. OPENING

### ELEVATED LEVELS

- 1. COURTYARD --- TRANSPORTATION HUB
- 2. VISITOR CENTER
- 3. OFFICES
- 4. MUSEUM
- 5. VR ROOM
- 6. AUDITORIUM
- 7. WORKSHOP ROOMS
- 8. RESEARCH LAB
- 9. DINING SPACE

### GROUD FLOOR CLIMATE DEVICE

- 1. RAINWATER COLLECTION --- WATER HUB
- 2. FILTRATION
- 3. WATERWAY
- 4. GARDEN
- 5. AQUAPONICS
- 6. POND
- 7. ALGAE SYSTEM



### ADVANCED STUDIO V | THE WORD FOR WORLD IS FOREST

The center of the building is a hub where all bridges lead to, it is a courtyard where performances and ceremonies are held. Below it, a system collects and filters rainwater, it is a water hub connects by waterways to the climate devices.







Planings are made a decade in advance. First, individual programs are constructed. Aerial roots of rubber fig trees keep attaching to the bamboo primary structure of the bridges, forming a strong woven network with all natural materials. In over 30 years of time span, the tree roots interweave with the buildings into an integrated structure.

### ADVANCED STUDIO V | THE WORD FOR WORLD IS FOREST



- Cart

LINK TO FULL VIDEO

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# ADVANCED STUDIO V | THE WORD FOR WORLD IS FOREST

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# **WORLDBUILDING**

LINK TO FULL VIDEO

# SHUKUVENA, 2180

LINK TO FULL VIDEO

Design by Qingning Cao, who worked on a site in São Paulo with programmatic links to the rainforest. Video produced to show the connection between the two climate devices.

### ADVANCED STUDIO V | THE WORD FOR WORLD IS FOREST

# SÃO PAULO, 2180

# INFINITY ROOM

VIRTUAL GAME IN COLLABORATION WITH: Maxine Gao Luis Salinas

COURSE CRITIC: Nitzan Bartov FEB - APR 2023

You find yourself sitting in an empty diner you are surrounded by mundane objects You began exploring the space with intuition Try interacting with different objects You pass a mirror Are you back to where you started The space is bizarre Are you trapped here How are you How do you escape



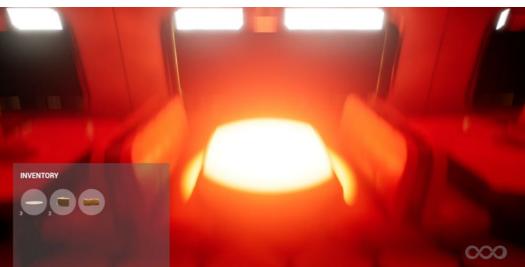
# VIRTUAL ARCHITECTURE | INFINITY ROOM

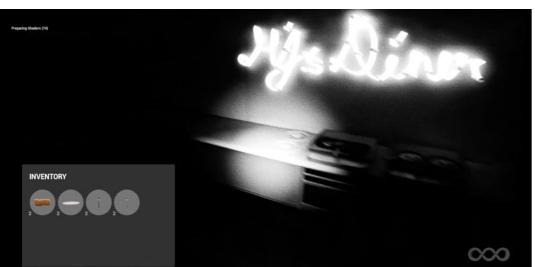


# **1** LEVEL, ACTOR, INTERACTION



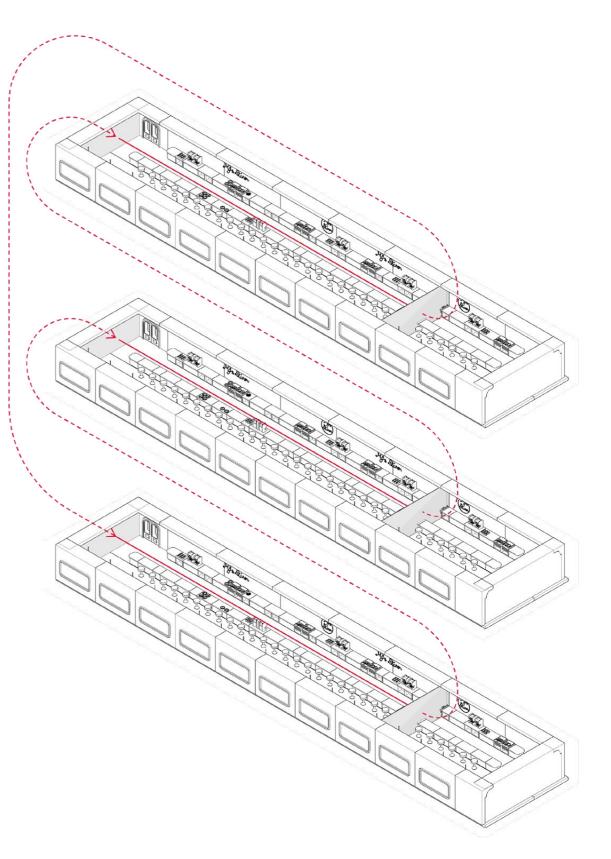








# 2 PLAY, LOOP



# POSTSPORTSPLATZ REIMAGINED

URBAN DESIGN IN COLLABORATION WITH: Candice Ji Polina Stepanova Yang Fei

ARCHITECTURAL DESIGN: Individual Work

STUDIO CRITIC: David Gissen FEB - APR 2023

PostSports was founded in the 1910s as a sports club for employees of the Austrian "Post and Telegraph Employees." The Club quickly grew in popularity, expanded in the 70s, and moved to its current location in the 17th Hernals district of Vienna. Today, PostSportsplatz continues to serve as a modern sport and fitness center for the community in Vienna and beyond.

While the site is located at the heart of a local neighborhood where different uses come together, the current usage of the site does not reflect this effect. It is currently dominated by single-use, high-impact sports, including tennis, running track, and hockey. There is an opportunity to redesign PostSportsplatz for broader groups of audiences and multigenerational use.



### ADVANCED STUDIO VI | POSTSPORTSPLATZ REIMAGINED

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# **1** INTEGRATION, INCLUSIVITY, VERSATILITY

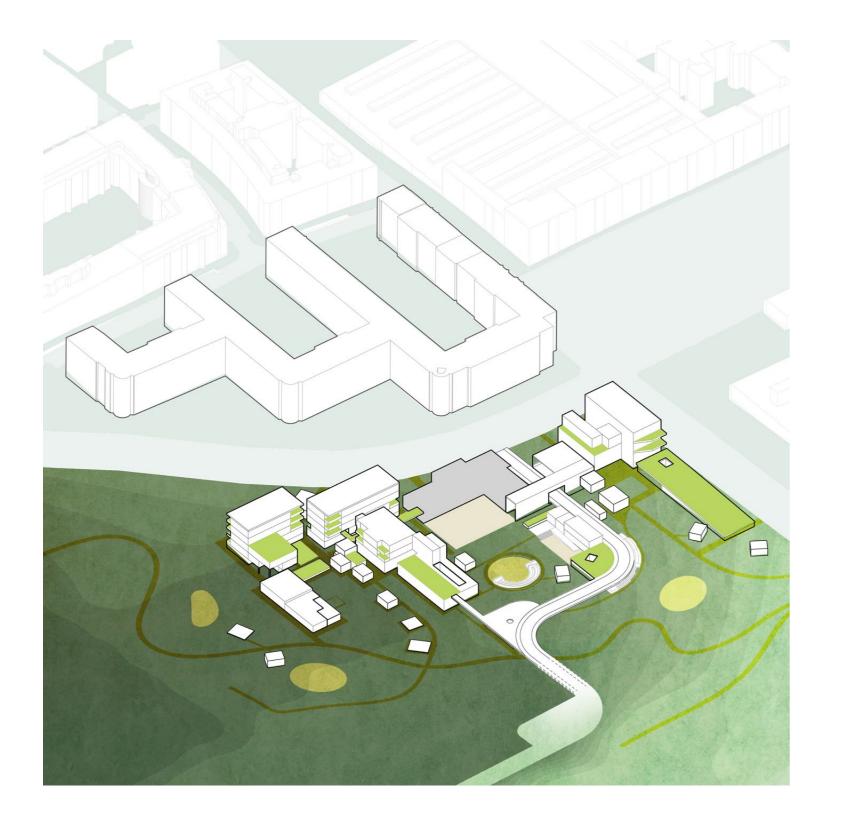


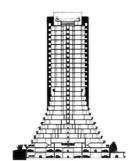
The redesign of Postsportsplatz fits into the overall citywide strategy: improve quality of Life as a goal and increase walkability and cyclability in the face of heat challenges. The team presented the proposal at Vienna city hall, which agreed with the challenges identified from the site analysis. They recommended the team continue to pursue the idea of openness and increase accessibility.

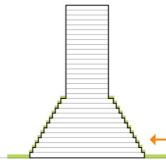
For urban design, the team focused on integration, inclusivity, and versatility.

Integration: How to integrate form and circulation on the urban scale into the existing city fabric? Inclusivity: How can the mixed-used new sports park cater to people of all ages, generations, and abilities? Versatility: How can each space be activated and used during different seasons and times of the day?

# 2 THE HOUSING MOUNTAIN

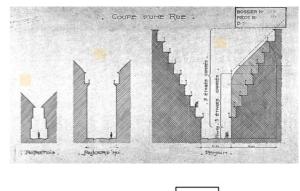


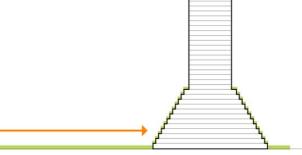


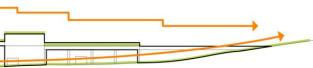


highrise and enclosed community facilities.

### ADVANCED STUDIO VI | POSTSPORTSPLATZ REIMAGINED



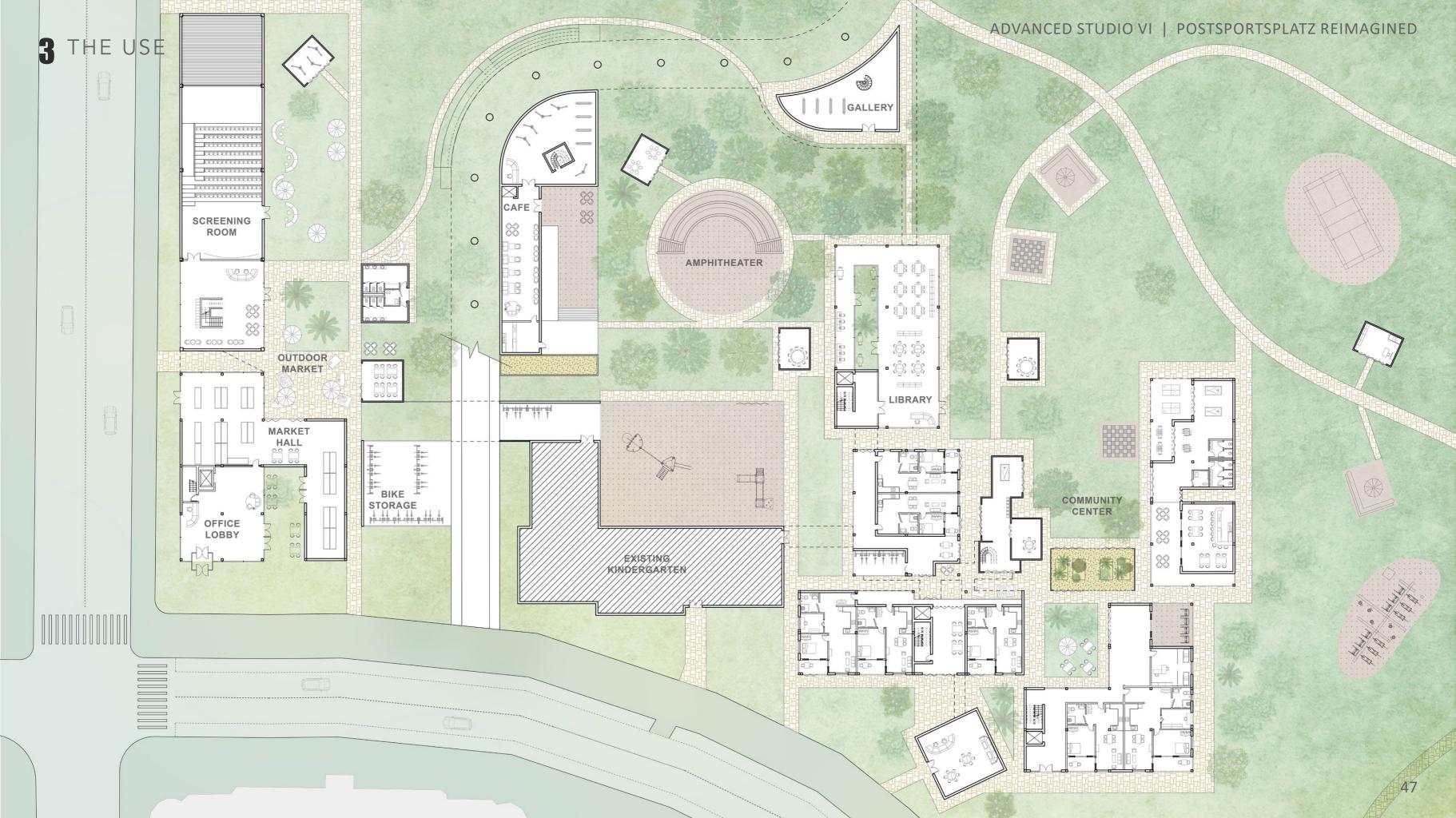




Alterlaa designed is a social-housing project in Vienna. The housing mountain is a mismatch from surrounding city fabric with megastructure

To disable the modern terrace housing features, and to envision a new type of terrace on the post sports park welcoming public access, the first step is to find ways of fragmenting the housing mountai.

Modern terraced housing movements maximize daylight for the private balconies; but how can the new terraced fragments provide "dark" spaces. The dark space is an reassessment of the Medieval alleys, with narrow pathways like cracks in the city. These cracked become a way of fragmenting the housing mountain.



# **4** TEH FRAGMENTS



COMMERCIAL, MARKET, AND ROOFTOP GREEN

KINDERGARTEN, COMMUTER PATH, AND BIKE STORAGE

## ADVANCED STUDIO VI | POSTSPORTSPLATZ REIMAGINED



SENIOR HOUSING, CHESS PLAZA, AND LEARNING CENTER







Instead of a housing complex that required privacy and controlled entrance, a variety of programs are introduced for both residential use and public use into this new development.

New senior housing change the site from a high impact sports club to encouraging multi general use, The courtyards from the residential side fragments from housing into a variety of community spaces and connect to the sports park facilities.

The alleys between buildings are intimate and shaded spaces. Some of the ground floors are open while others are indoor and can be used all year round. It becomes a vibrant place where people can exercise, read, eat, drink, chat, and do all kinds of activities.

# 6 THE COURTYARD

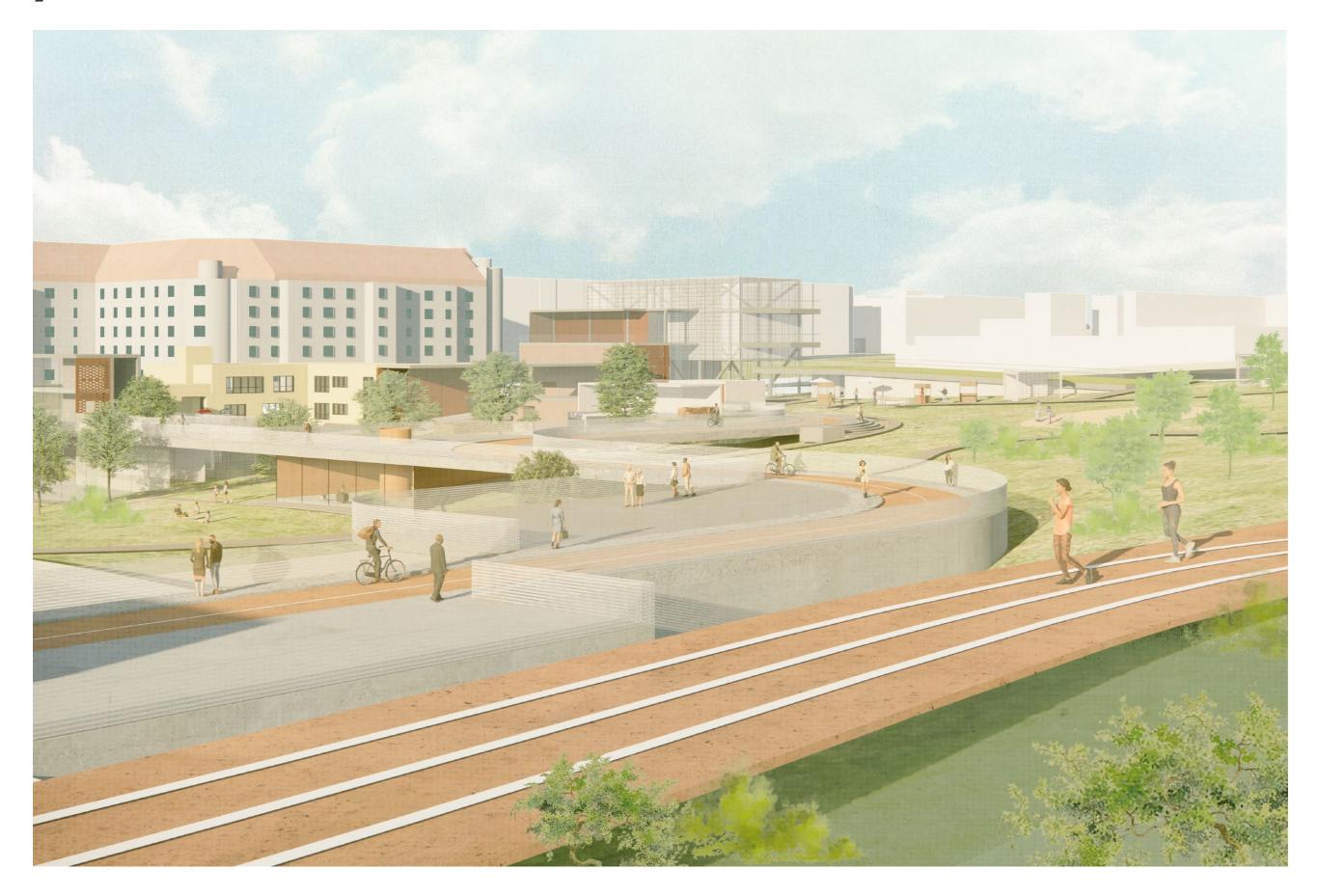


### ADVANCED STUDIO VI | POSTSPORTSPLATZ REIMAGINED

To add a variety of activities on site and reduce the dominance of professional sports, the smaller pavilions scattered on the courtyard can be used by both the residents and other users of the post sports as multi-purpose spaces not designated to sports.

The building fragments are scattered on a terracing site and connected in different ways. Some spaces like the library and bike storage are connected to the elevated pedestrian and bike bridge, which at some points are also accessible from the ground by ramps and stairs. The ground are permeable with narrow alley.

# THE BRIDGE



### ADVANCED STUDIO VI | POSTSPORTSPLATZ REIMAGINED

From the street, the mirrored terrace corner filled the previous open gap between the dense and tall residential district and the open ground. The new corner starts with multi-storey buildings, and gradually dissolves into smaller fragments that are integrated with the landscape on the sportspark.

The new buildings also form a new type of terrace in relation to nature. From contained balconies inside buildings and green space in between housing mountains to a gradual transition from the street side building to the nature at the sportpark.

As commuters bike through or walk through the elevated pathway across the sportspark, The small pavilions almost disappears behind the trees, the built corner does not take over nature. FULL PORTFOLIO: www.yiyigaodesign.com

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